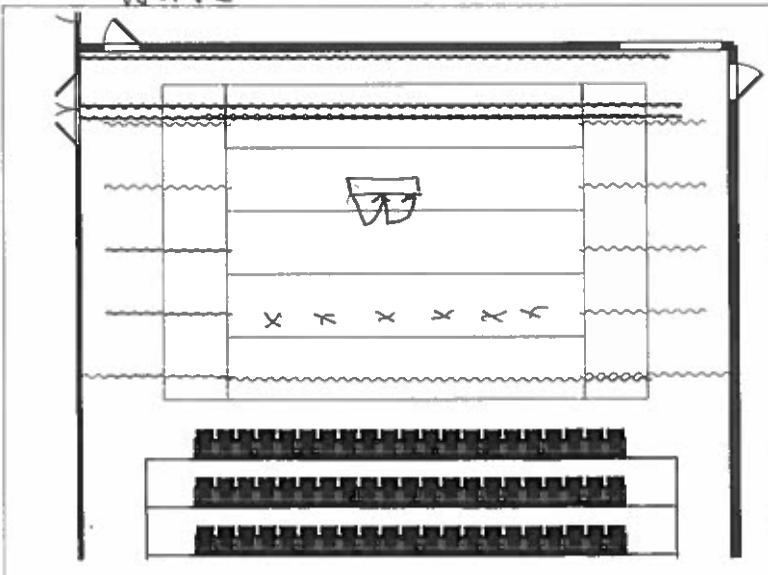


Words



- Q101 w/projections - sides ↑ nothing on the floor

Q102 w/ent slowly add DS lines → "in 1" - w/it bit of front light → keep scuphial

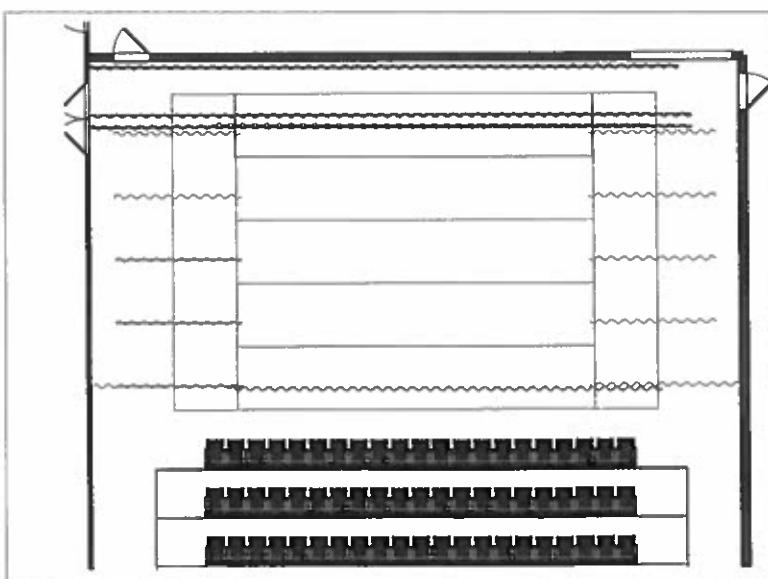
Q103 w/steely skipping back slowly focus fronts except DSC - HAVE ALL LESS ↑ but slowly

Q104 w/stele finishing her vocal work - focus all front light - focus on in 4 line - all else is too <sup>glow</sup>

Q105 w/steely's ont open stage - glow the in 4 group

Q106 w/exit off us group - open stage for run

Q108 w/Dante @ SS - focus on steely between dots often are watching - glow around → should be isolating



- Q109 w/ opening of doors and sets

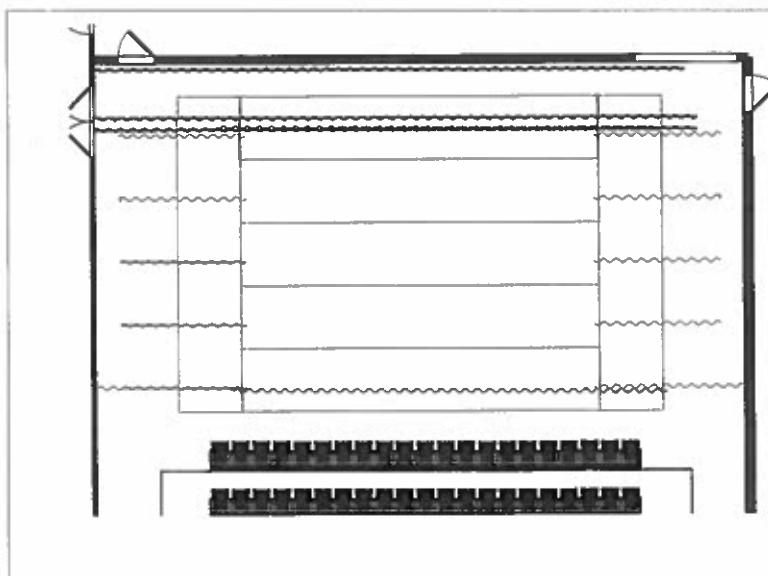
Q110 w/ moving of doors open from 2-3 keep glow on E+Mk - lots of WB light since doors open and close.

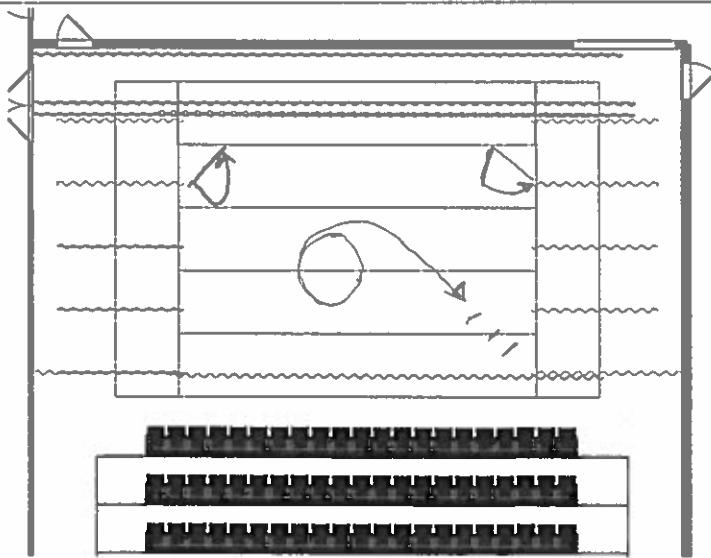
Q111 w/ after vent open OSARKE - FULL AS REFS

Q112 w/ start ent. of looking distinguish in 4 from OSAREK.

Q113 w/ ENT FROM DOORS & WAVES - shift to beach feel / cleansing

Q114 w/ Proj. F2B





Q301 Morris ↑ (w/music?) large CS special & eye lights  
warm colors (bottom?)

Q302 w/ 1st move around circle with sides to sculpt  
Keep DSR

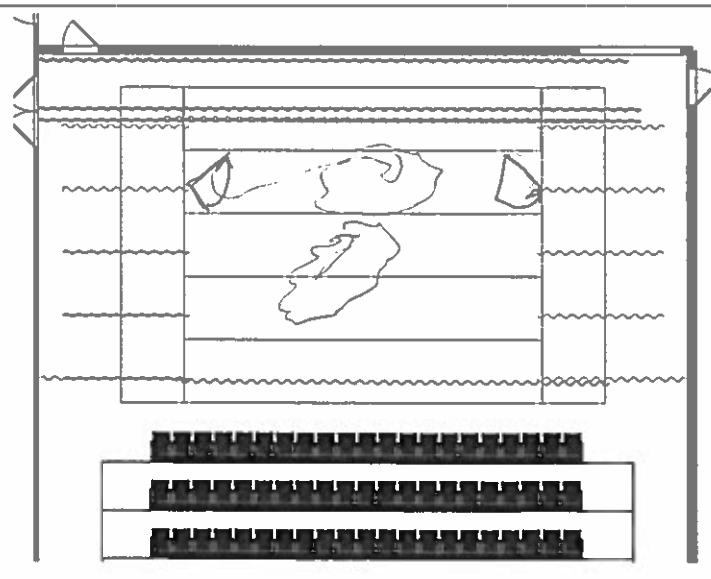
Q303 w/ standing and more side light and focus  
DSR in Diag ↗

Q304 w/music shift open stage. Keep ↑ DSR  
energy - maybe a fuller cyc (all)

Q305 w/ 1st solo shift look & focus DSR

Q306 w/ 2nd solo focus USC ↤

Q307 w/all shift look and energy & DSR - show  
(for solo CS)



Q308 w/mojo & 2nd person Ent open stage &  
KEEP DSR & Energy

Q309 w/ 3rd person ent add ↑ Energy

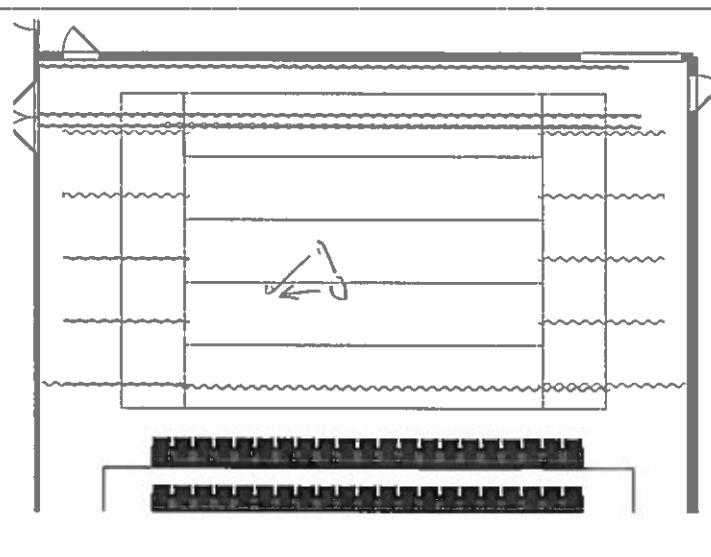
Q310 w/solo & music shift shift look - very  
warm/dark like → focus is CS-DS ↪

Q311 w/ 1st r music shift - X fade to blue &  
purple - focus is still CS-DS (out)

Q312 w/ 2nd USL add diag energy &

Q313 w/synced movement and music shift - more  
energy &

Q314 as they begin to circle to USC line ↗,  
take out diag begin to glow CS special



Q315 w/circle to CS - ADD CS special moe.

Q316 w/music shift (circle to Q302 + more  
sculpted sides) - diff. cyc → FALSE ENDING

Q317 w/standing glow the center special - keep look

Q318 w/music shift (dk - focus on U USC w/  
DSR ↗ → U solo

Q319 w/ all open stage to full look

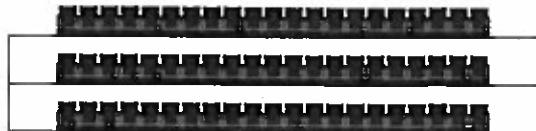
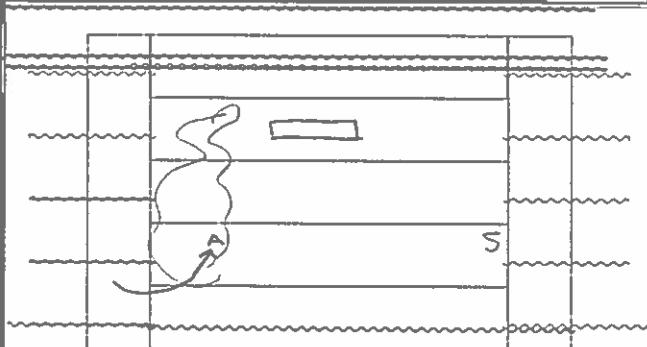
Q320 w/ solo DSR - focus DSR-CS

Q321 w/ 2nd open stage

Q322 w/ X to CS ↗ RESTORE TO Q302

Q323 w/hard bows snap to just click  
AF SNN - BO.

△ RoDIEs



\*ALL SUBTLE

Q401 w/ projections have some sides similiar to Q401

Q402 w/ Alors EXIT focus FSR ✓ USED ALL OF FSR

Q403 w/ STRETCH EXIT BRINK FULL STAGE - can  
KEEP & ADD DIAMS ✓Q404 w/ music add LEDs from back & front and take  
out the stageQ405 w/ A+E EXIT FROM BACK - SWIRL COLORS  
OF LEDS KEEP it

Q406 w/ EXIT OF A+E ; SHIFT LOOK - SUBTLE DIAM ✓

Q407 w/ SHARI'S EXIT - EMPHASIZE DIAMS

Q408 w/ CAVIWHEELS SLOWLY RESTORE TO Q406

Q409 w/ NIKY'S EXIT &amp; SUBTLE

Q410 w/ N's solo DIAMS ↓

Q411 SHARI + CLAIRES EXIT SWITCLOOK ↓ LEADS

Q412 w/ Shari's EXIT SWITCLOOK ↗ LEADS

Q413 AS 4 SERPENTINES; SHIFT LOOK NO LEADS?  
or ☒

Q414 w/ E+M cut through door; SWITCLOOK ↗

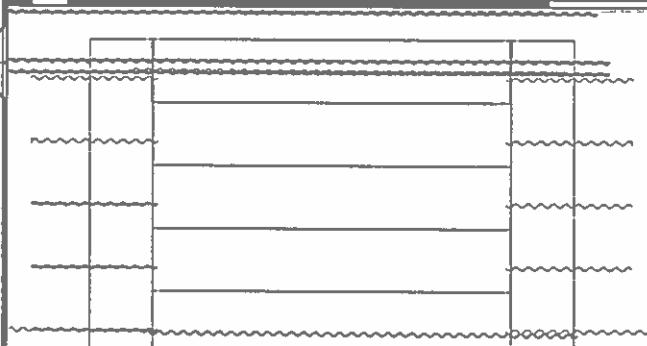
Q415 w/ A+S EXIT THRU DOOR; SWITCLOOK ↗

Focus DS OF DOORS FOR DUET

Q416 w/ A+S DIAMS ↗ slowly restore to Q402  
w/ full stage

Q417 w/ projection fade &amp; EXIT F2B

△ DOLLS



\*ALL SUBTLE

Q401 w/ projections have some sides similiar to Q401

Q402 w/ Alors EXIT focus FSR ✓ USED ALL OF FSR

Q403 w/ STRETCH EXIT BRINK FULL STAGE - can  
KEEP & ADD DIAMS ✓Q404 w/ music add LEDs from back & front and take  
out the stageQ405 w/ A+E EXIT FROM BACK - SWIRL COLORS  
OF LEDS KEEP it

Q406 w/ EXIT OF A+E ; SHIFT LOOK - SUBTLE DIAM ✓

Q407 w/ SHARI'S EXIT - EMPHASIZE DIAMS

Q408 w/ CAVIWHEELS SLOWLY RESTORE TO Q406

Q409 w/ NIKY'S EXIT &amp; SUBTLE

Q410 w/ N's solo DIAMS ↓

Q411 SHARI + CLAIRES EXIT SWITCLOOK ↓ LEADS

Q412 w/ Shari's EXIT SWITCLOOK ↗ LEADS

Q413 AS 4 SERPENTINES; SHIFT LOOK NO LEADS?  
or ☒

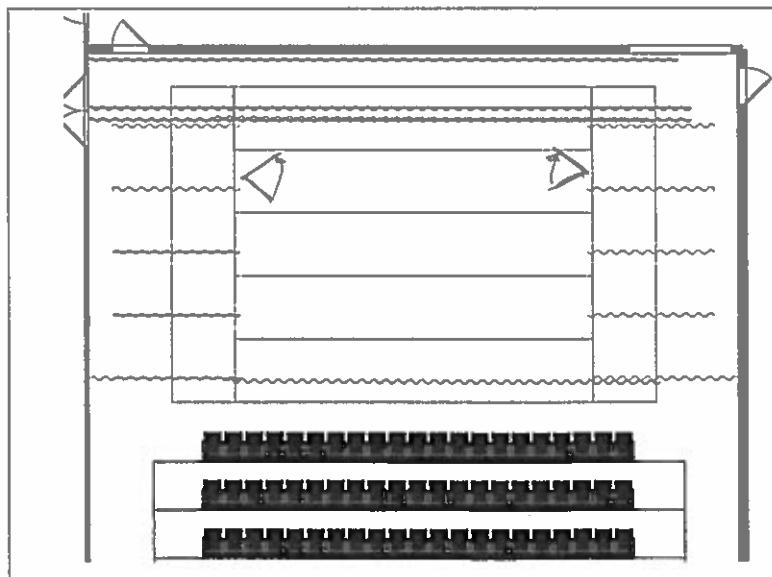
Q414 w/ E+M cut through door; SWITCLOOK ↗

Q415 w/ A+S EXIT THRU DOOR; SWITCLOOK ↗

Focus DS OF DOORS FOR DUET

Q416 w/ A+S DIAMS ↗ slowly restore to Q402  
w/ full stage

Q417 w/ projection fade &amp; EXIT F2B



- Q 601 lights up with music?) organic template @  
1st level - warmth on SR door / eye & low level

Q 602 w/ 1st int bring up template more - add a  
touch of high notes in 2

Q 603 w/ 2nd int add high notes in 3

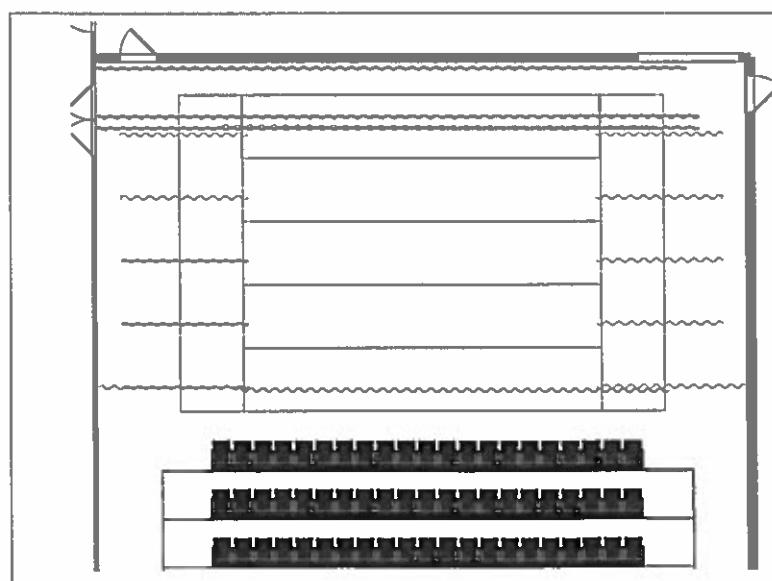
Q 604 w/ 3rd int add high fs all stage

Q 605 w/ signed movement add singing & music - sculpt

Q 606 w/ 3rd run through door - slowly begin to bring  
up path - subtle

Q 607 w/ closing of SR door begin to X fade to sky line  
template / shift eye to path - interior focus ↳

Q 608 w/ music shift & shift feel and intensity add dogs ↳



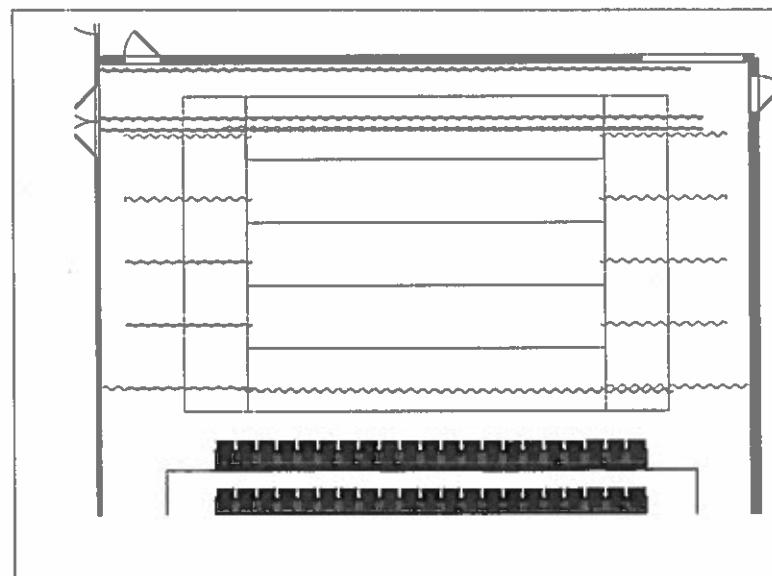
- Q609 w/~~shift~~<sup>MUSIC</sup> in music (fanatic) diag & shift last  
add  $\uparrow$  5 LEDs (All diff colors?)

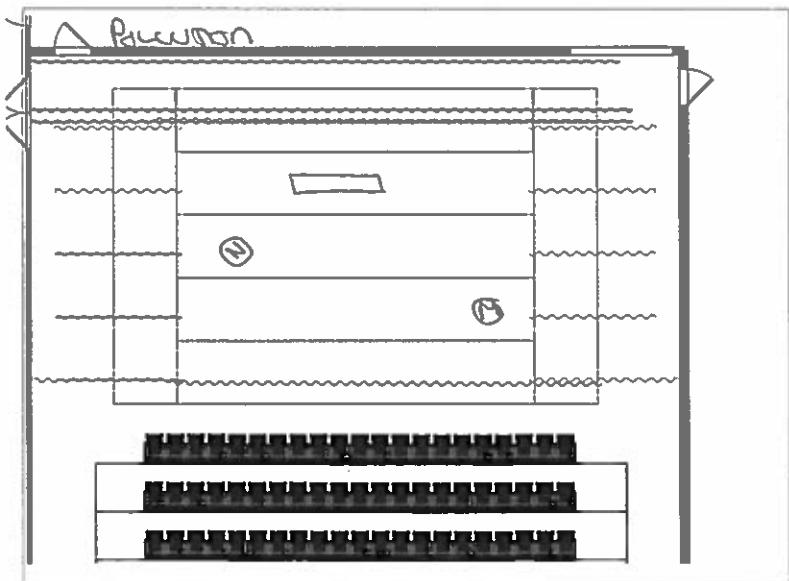
Q610 w/music shift all LEDs FADE TO SAME COLOR  
lines are more linear & jumping

Q611 w/music shift & counter with ONE ENERGY

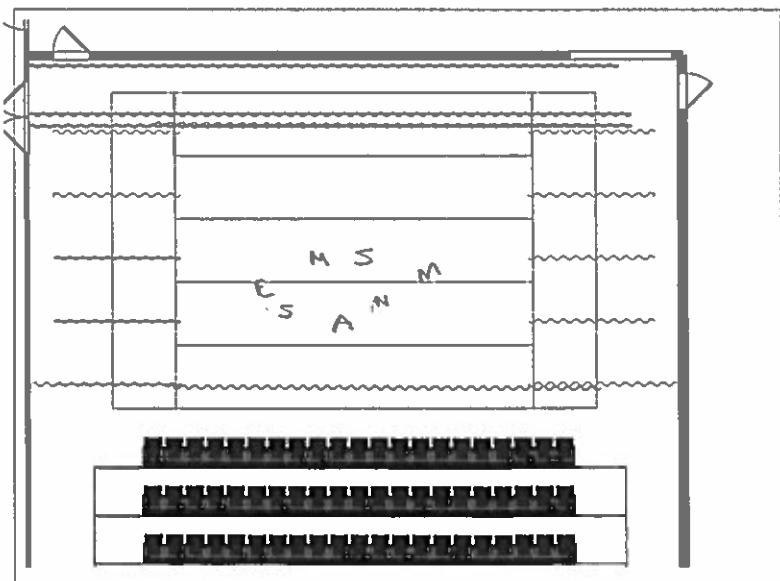
Q612 w/alarm bells - slowly restore to Q609 with a  
bit of ENERGY remaining

Q613 w/EXT THROTTLE JL DMR FADE TO SLOW. ;  
TEMPLATES

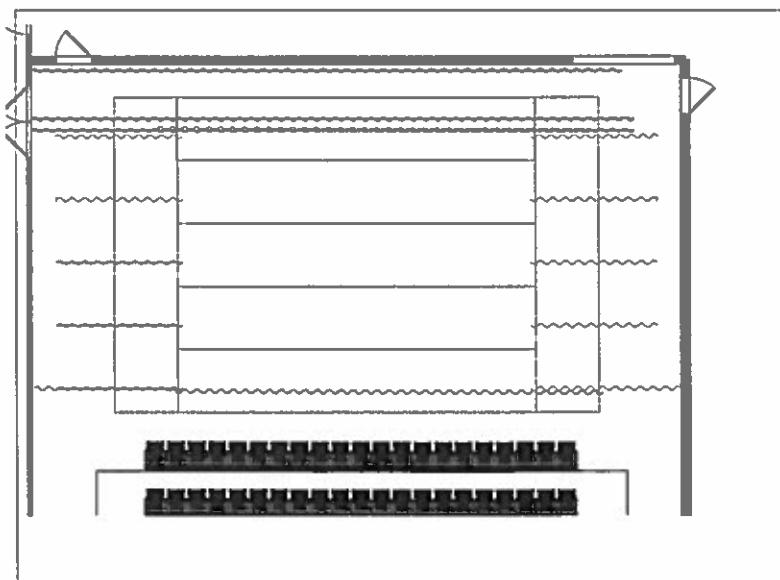




- Q501 w/projections similar to Q101 → return  
MAYBE SAME LAYERED OF FEATURES
- Q502 w/ABBY'S EXIT; SCULPT BODIES & NICE TEMPERS
- Q503 w/FUNKE 13...; LESSON TEMPERATED &  
KEEP SCULPTURE
- Q504 w/J. plotter...; SIDE SCREEN ON MAX DSC
- Q506 w/N's I plotter. R LED white → SCULPTURE  
Slowly fade out max speed!
- Q507 w/One Group I plotter; ENERGY SHIFTS ↗
- Q508 w/running rustic template Q503
- Q509 w/MUSIC & ENT; TEMPERATED & Focus DD OF  
FIELD - → DIAS ENERGY - ominous (LEDS)



- Q510 w/ABBY'S EXIT AND DIAS ↗ From LEDs
- Q511 w/Paby's EXIT ↗ Focus - SUBTLE
- Q512 w/AB + NIC EXIT ↗ Focus - SUBTLE
- Q513 w/syncd jump ADD A BIT OF ↗
- Q514 w/MK + SHEL EXIT THROUGH DOORS; Focus  
ON OF DOORS STILL A BIT OF ↗ DIAS - BEGIN  
TO Focus on AB @ CS
- Q515 AS AB FAILS; focus CJ - SUBTLE
- Q516 w/AB X DSC FOCUS ON V Slowly ↗
- Q517 w/SNAP ↗
- Q518 w/EXIT OF GROUP; TEMPERATED STOP  
SHOULD NOT BE TOTALLY READABLE / CUTE  
\* Projections



- Q519 w/6 ENT; ADD MORE LIGHT FOR CLAY IN -  
REALLY A TYPE OF RESOLVE - (FADE TEMPERS)
- Q520 AS THEY STAND RESIN IN FOCUS @ CS
- Q521 w/PROJECTIONS F2B